FOUR ULTRAREALISTIC PINBALL TABLES

EXTREME PINBALL

EPIC MEGAGAMES

DEVELOPED BY DIGITAL EXTREMES

SYSTEM REQUIREMENTS

MINIMUM CONFIGURATION

486/25 MHz processor, 4 MB RAM, DOS 5.0 or higher, (for CD-ROM version) Double-speed CD-ROM drive, VGA video card, 1 MB of free hard disk space, Keyboard

SUPPORTED

Sound Blaster™ (or 100% compatible), Sound Blaster Pro, or Sound Blaster 16 sound card, Gravis Ultrasound™ sound card, Pro Audio Spectrum™ sound card, Windows® 95 operating system

RECOMMENDED

486/33 MHz processor, Sound Blaster 16 (or 100% compatible) sound card

INSTALLATION

This section shows you how to install and launch the CD version of Extreme Pinball™ from MS-DOS® or Windows® 95.

DOS INSTALLATION

1. Insert the CD in your CD drive.
2. At the DOS prompt, type D: [ENTER] to change to your CD drive (substitute the correct letter of your CD drive if other than 'D:').
3. When you see the 'D:\>' prompt, type SETUP [ENTER] to start the installation program.
4. First, you are prompted to select a hard disk to install to. The default drive is C: - type the letter of your hard drive if different. To continue, press [ENTER]. You are prompted to select a directory in which to install Extreme Pinball.
5. The default directory is C:\EXTREME, but you can type the name of a different directory if you wish. To continue, press [ENTER]. The Install Size Select screen appears.
6. To select a Full Install (12 MB hard disk space required; game can run without the CD in the drive) or Partial Install (only 200K disk space required, the game runs directly off the CD), press [↑] or [↓] to highlight your install size, then press [ENTER] to confirm. The Select Sound Card screen appears.
7. Press [↑] or [↓] to highlight your sound card, then press [ENTER] to

confirm. Follow the prompts to confirm other sound card options, and the Select Playback Quality screen appears.

8. Press ↑ / ↓ to highlight the appropriate sound quality for your machine. The faster your CPU, the higher the sound quality that will run acceptably on your computer. Press ENTER to continue, and you return to the main Setup menu.
   - ☆ To go back and select a different sound card, highlight SELECT SOUND CARD and press ENTER, then follow steps 7 and 8 above.
   - ☆ To view instructions, highlight INSTRUCTIONS and press ENTER.
9. To save your settings and exit the Setup program, highlight EXIT AND SAVE and press ENTER.

RUNNING THE SETUP PROGRAM AFTER INSTALLATION

After you've installed the game, you can run the setup program again to change your sound card settings.

1. Insert the CD in your CD drive.
2. At the DOS prompt, type D:\SETUP ENTER to start the setup program (substitute the correct letter of your CD drive if other than 'D:').
   - ☆ Follow the instructions above to enter your sound card settings or view instructions.

REINSTALLING EXTREME PINBALL

If you ever need to re-install Extreme Pinball, all you have to do is the following:

1. Insert the CD in your CD drive.
2. At the DOS prompt, type D:\REINST ENTER to start the installation procedure and run the setup program (substitute the correct letter of your CD drive if other than 'D:').
   - ☆ Follow the steps 4 through 9 under "DOS INSTALLATION" to reinstall and setup Extreme Pinball.

STARTING THE GAME FROM DOS

1. Insert the CD in your CD drive.
   - ☆ If you selected Full Install, you can run the game from the hard disk without the CD in your CD drive. At the DOS prompt, move to the directory where the game is installed. By default, it is installed in C:\EXTREME, so you would type:

     c: ENTER

     cd \extreme ENTER
   - ☆ If you selected Partial Install, you must run the game from the CD. At the DOS prompt, type D: ENTER to change to your CD drive (substitute the correct letter of your CD drive if other than 'D:').
2. To start the program, type EXTREME ENTER. The Extreme Pinball introduction screens appear.
   - ☆ press any key to advance to the Game Setup menu.

WINDOWS® 95 INSTRUCTIONS

Extreme Pinball runs automatically under Windows 95 when the CD is inserted into the drive.

INSTALLATION FOR WINDOWS 95

1. Start the Windows 95 operating system.
2. Insert the CD into your CD drive. The first time you insert the CD, the installation program automatically begins.
3. Follow the instructions in steps 4–9 of the DOS Installation section above to select a hard drive, directory, and sound card for Extreme Pinball.
4. When the setup program is finished running, the game automatically begins.

STARTING THE GAME FROM WINDOWS 95

After you have installed the game, the game begins automatically when the CD is inserted.

- ☆ While running the Windows 95 operating system, insert the CD into the CD drive. The program begins.
- ☆ When you exit from the game, you'll automatically return to Windows 95.

SETTING UP THE GAME

GAME SETUP MENU

Use the Game Setup menu to choose the table, number of balls, and number of players for your game.

ACTION	PRESS
Highlight menu item	↑↓
Cycle/toggle highlighted item	SPACEBAR or ENTER
Adjust slider left/right	←→
Activate highlighted command/Continue	ENTER
Return to previous screen	ESC

BEGIN — Start a new game with the current settings.

SELECT TABLE — Select one of the four tables: URBAN CHAOS, MONKEY MAYHEM, MEDIEVAL KNIGHTS, or ROCK FANTASY. See the section titled "Playing Pinball".

PLAYERS — Select 1, 2, 3, or 4 player icons. When you select more than one player, players take turns shooting. (Watch the Scoreboard area at the bottom of the table to see who shoots next.)

BALLS — To cycle the number of balls per game between 3, 5, or 7, press SPACEBAR. If you're a novice, increase the number of balls to give yourself more chances. As you improve, decrease the number of balls to raise the level of challenge.

OPTIONS — Go to Options screen to set sound and game options. See Options Menu below.

HIGH SCORES — Go to High Scores screen to view the top scores for the selected table. Press any key to exit.

☆ To view scores for a different table, select the table, and then select HIGH SCORES.

CREDITS — Go to the Credits screen. Press any key to exit.

QUIT — Select this item to exit to your operating system. (Or press s from the Game Setup screen.)

☆ To start a new game with the current settings, highlight BEGIN and press ENTER.

OPTIONS MENU

Set sound and scoreboard display options.

MUSIC VOLUME — Press ←→ to adjust the volume of the background music.

SOUND FX VOLUME — Press ←→ to adjust the volume of the game sound effects.

STEREO — Toggle between NORMAL and REVERSED stereo channels.

SCORE BOARD COLOR — Cycle through available colors for the table scoreboard.

SCORE BOARD VISIBILITY — Cycle between AUTO, MANUAL PREFERRED ON, and PREFERRED OFF. AUTO means that the scoreboard is displayed only when necessary for gameplay, while MANUAL means that you can toggle the scoreboard on/off during gameplay by pressing ENTER.

EXIT — Save your settings and return to the Game Setup menu.

PLAYING PINBALL

STARTING A GAME

1. Select BEGIN from the Game Setup menu and press ENTER. The selected Table appears. The camera scrolls up and down to show you the entire table. If you wait long enough, you can view a demo of the table - watch it to pick up tips.
2. To begin a game, press and hold ↓. The camera immediately moves to the bottom of the table to show you the ball in the launcher tube.
3. To launch the ball, release ↓.

ON THE TABLE

☆ To launch the ball, press and hold ↓. The longer you hold the arrow key, the further the plunger goes down (giving you more power). When you have the power you want, release the arrow key.

☆ To shoot with the left/right flippers, press LEFT/RIGHT SHIFT. which control all flippers on the left and right side of the table respectively. Alternatively you can use the left and right CONTROL and ALT keys to control the flippers.

TIP Sometimes, you can capture the ball by holding your flipper up.

Once the ball is trapped, release the flipper and let the ball roll down the flipper until it's in the position you want to shoot from. Then hit your flipper to send the ball on its way.

☆ To apply a shot of body english to the table to nudge the ball upward, press [SPACEBAR].

☆ To nudge the ball left/right, press [Z]/[/].

TIP To nudge the ball diagonally, press [SPACEBAR] plus [Z] or [/].

TIP Don't hit the 'nudge' keys too quickly, or you may tilt the table, in which case the flippers are disabled until you launch a new ball.

☆ To toggle the Scoreboard at the bottom of the screen on/off, press [ENTER].

TIP Watch the Scoreboard for information - it will tell you what to hit next for extra points, what ball you're shooting with, your current score, etc. Also, try shooting at anything that's flashing.

☆ To pause the game, press [PAUSE]. To continue, press [PAUSE] again.

☆ To exit the game and return to the Game Setup menu, press [ESC] twice.

AFTER THE GAME

Sure, it was fun while it lasted, but eventually your last ball disappears down the chute, leaving you wanting more, more, more! Hey, look on the bright side - at least you don't have to pump any more quarters in.

☆ If you achieved one of the ten highest scores, you're prompted to enter your name. Type in the letters, and then press [ENTER] to confirm.

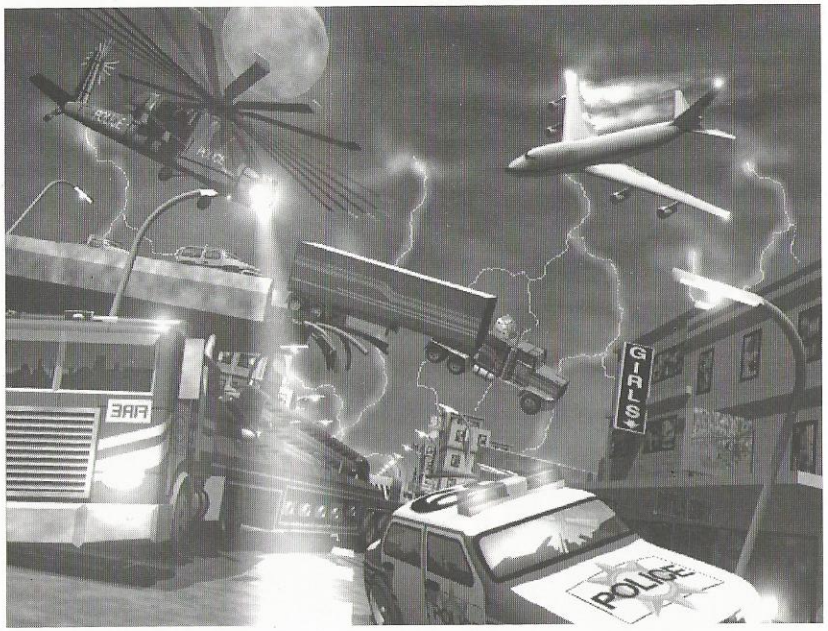
☆ To start a new game on the current table, press [↓].

☆ To exit and return to the Game Setup screen, press [ESC] twice.

PLAYER'S GUIDE

Before playing pinball to the 'extreme', you should read this guide to get the most out of your games. We'll present a quick tour of the tables and give you some information and strategies to help you achieve some high scores.

URBAN CHAOS



This game is about a city in the near future, "Televox 203," which is teetering on the brink of urban chaos. In this future, cities are assigned names based on their network address. Televox 203 has become fairly isolated from other cities due to communications failures and infrastructure breakdowns. Your task: to restore order by stamping out crime and scoring mondo points.

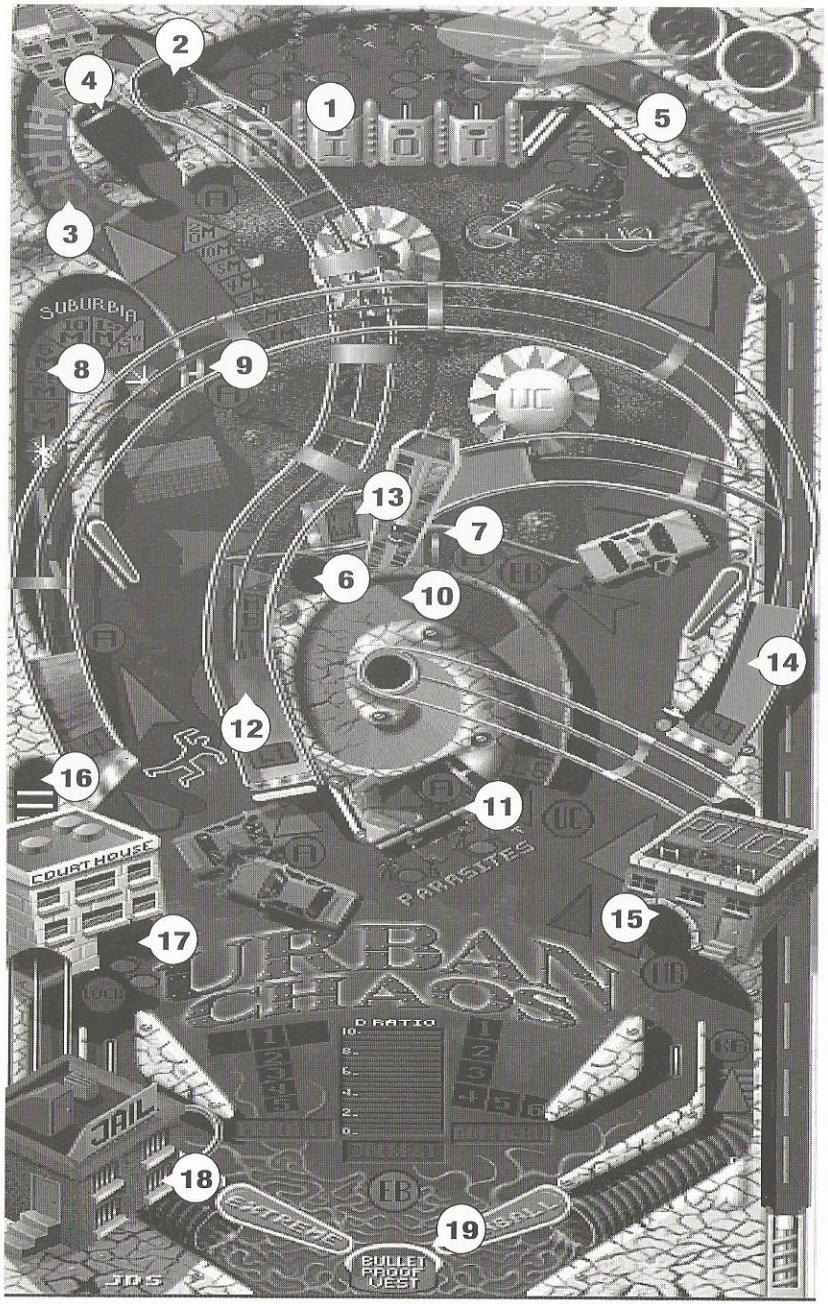
Society has strongly slotted the Televox 203 residents into one of 3 general classifications: Defendos, Apathacites and Atrocitors.

Defendos are those people who actively work towards preserving and improving society for the benefit of all. Controller Defendos run the city, lead by the Chief Controller (the mayor). The head of industry is the Capitalistic Controller, who operates the main industrial plant in the city. Enforcement Defendos police the city and attempt to maintain law and order. The head of the police department is the Chief Enforcer.

Apathacites make up the majority of the urban Televox 203 population. They are the apathetic masses who do little to prevent crime or improve society.

Atrocitors are those residents who commit atrocities against the citizens and society in general. Gang members, petty thieves, drug users, dealers, murderers, etc. are all included in this category.

The goal of the player is to work with the Defendos to stamp out crime



and corruption by converting Atrocitors into Apathacites and Apathacites into Defendos.

A plant in the city's high technology business park manufactures a device called a Brain Manager, which is needed to control the brains of Atrocitors and prevent them from committing crimes and other

unwanted social activities. They are small computerized devices surgically inserted into the heads of Atrocitors. Maintaining an adequate Brain Manager supply for these Atrocitor "conversions" is tough and something the player must work on.

Defendo law enforcement is greatly aided by use of SCPMON (System Control Program MONitor), a giant computer and network with spy links installed all around the city to monitor Atrocitor actions. The player must help keep the SCPMON network links active to maintain law and order.

The Defendos also make the occasional pre-emptive strike into the urban ghetto known as the Isolation Area.

However well the Defendos do their job, there is always the possibility of renegade Atrocitors from other cities on the Televox network invading to trash all that is good and causing . . . Urban Chaos.

The numbers on the playfield diagram shown here represent:

1. RIOT lanes
2. Isolation Area Precinct kickout hole
3. HiRise ramp
4. Isolation Area Rehab captive ball
5. Heavy Boys drop targets
6. Hi-Tek kickout hole
7. Hi-Tek bullseye
8. Suburbia lane
9. Suburbia bullseye
10. City Hall Spiral (L6)
11. Parasites drop targets and Clubhouse
12. SCPMON Links L1, L2, L5
13. SCPMON Link L3
14. SCPMON Link L4 loop
15. Police Station
16. Back Alley drop targets and kickout hole
17. Courthouse
18. Jail
19. Bullet Proof Vest

Put your riot gear on and let's explore Televox 203. The ratio of Defendos to Atrocitors and Apathacites is maintained as the "Defendo Ratio." A bar graph displaying this ratio is present on the playfield between the two lower flippers.

TIP Try to keep the ratio as high as possible since it acts as a playfield point multiplier.

Atrocitors (or AT's) and Apathacites (or AP's) are converted into Defendos (or D's) by; completing the RIOT lanes (1) , as a Precinct hole award (2) and by knocking down the 3 different sets of drop targets (5, 11, 16).

Conversions from AP's to D's only occur if there are Brain Managers available. Otherwise conversions remain "pending." Brain Managers are built by shooting the Hi-Tek bullseye (7) then Hi-Tek kickout hole (6).

TIP All Precinct awards can also include Brain Managers if needed.

Another major goal is to activate the SCPMON links. Each of the 6

defined links (L1 to L6) has a "link activator" target or targets. A light with a big orange "A" will flash when the activator target can be enabled and will go solid when it has been enabled.

Completing a network link scores good points. Completing all links will enable SCPMON multiball!

TIP During SCPMON multiball, keep shooting the network links for big points and activate the Monitor Jackpot at the Hi-Tek hole (6).

You will want to visit the Isolation Area Precinct kickout hole (2) to pick up Precinct awards. This is done by spelling R-I-O-T at the RIOT lanes (1) or by hitting the Rehab captive ball (4). The awards provide generous point allocations, and light the outlane kickback and Bullet Proof Vest ball saver (19) between the flippers.

There are numerous instant awards given here, including an extra ball.

The Isolation Area Rehab captive ball scores points in an increasing progression. Thus it is a valuable place to visit repeatedly.

TIP You'll have to perfect your shot with the upper right flipper to hit this target consistently.

You will also have to deal with gangs in Televox 203. To defeat the Heavy Boys (5), you'll need good skill shots from your upper left flipper plus some good pops from the pop bumpers.

Now we travel to the suburbs and the Suburbia lane (8). Shooting this lane can help set up a shot to the L3 SCPMON link (but it's tricky).

TIP Shooting this loop over and over in a short time period will increase the points scored up to some very big values as indicated on the playfield.

Now we head southwards. Near City Hall (10), we encounter the Parasites gang and Clubhouse (11). Shooting L6, the City Hall spiral, enables the enforcement round.

You must hit the ramp bullseye on the right entrance to the L4 loop (14) when it is flashing to enable the Clubhouse to start Enforcement. Your Defendo Ratio must be high enough to warrant an Enforcement action. Other spots such as the Police Station (15), City Hall (10), Hi-Tek hole (6) and Precinct hole (2) may light up to enable Enforcement to begin as well

There are 3 different types of Enforcement. If all of these rounds are completed, you will be eligible for Defendo multiball. Shooting the ramp bullseye followed by the Police Station will begin multiball. Your goal is to shoot the Precinct hole for the Defendo jackpot and then the Parasites Clubhouse for the Super Defendo jackpot.

Hints:

- ☆ During multiball, hitting the ramp bullseye may cause a drained ball to be relaunched.
- ☆ If the Super Defendo jackpot is obtained, keep visiting City Hall.
- ☆ The Hi-Tek bullseye (7) lights to allow you to score an extra ball during the multiball if you hit it.

Now we carefully tread into the dark Back Alley (16) behind the Courthouse (17). Knocking down the drop targets allows the kickout hole to be shot. This in turn enables the Courthouse to confiscate the ball and send it to Jail where it is locked up. Do this 3 times however and there will be a Jailbreak and hence 3 ball multiball!

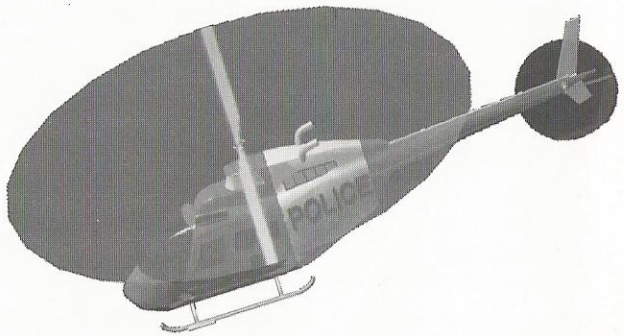
Try and recapture the Atrocitors during this multiball by going first to the Precinct (2), then the Police Station (15) and then finally to the Courthouse (17).

Hints:

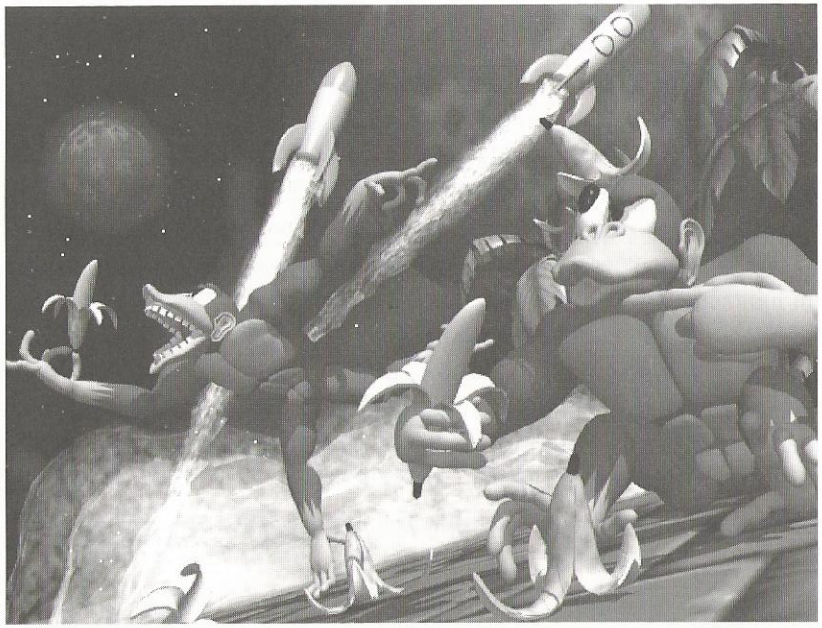
- ☆ As with Defendo multiball, you may be able to rescue drained balls by hitting the ramp bullseye.
- ☆ After you recapture all 3 jailbreakers, you may be able to shoot the Police Station or Courthouse for bonus points.

If you manage to start all 3 types of multiball in one game (e.g. SCP-MON, Defendo and Jailbreak multiball), the Parasites Clubhouse (11) will light up to begin Urban Chaos mode. This is a very special timed mode in which 6 targets will be lit sequentially for big points.

The City Hall spiral (L6) may then light up for the Chaos Elimination Jackpot and massive points.



MONKEY MAYHEM



This game is about the adventures of astronaut Binford T. Dremmel, who blasted off from Earth on an intergalactic mission only to end up crashing on a "Monkey Planet" populated by all kinds of monkeys and an assortment of other creatures. Dremmel was captured by the Chimpanzees (the controlling Primates) and placed in a cage at the zoo. The Chimps, who lovingly call him "Washoe," keep him locked up in a cage most of the time. Dremmel's job in this game is to attempt to escape from his captors and find a way to blast off in his spaceship. To complete his goal he must: gather tools to aid him in survival, raise money by collecting and selling bananas, collect treasures from his secret forest hideout, and enlist the aid of his allies, the hamsters.

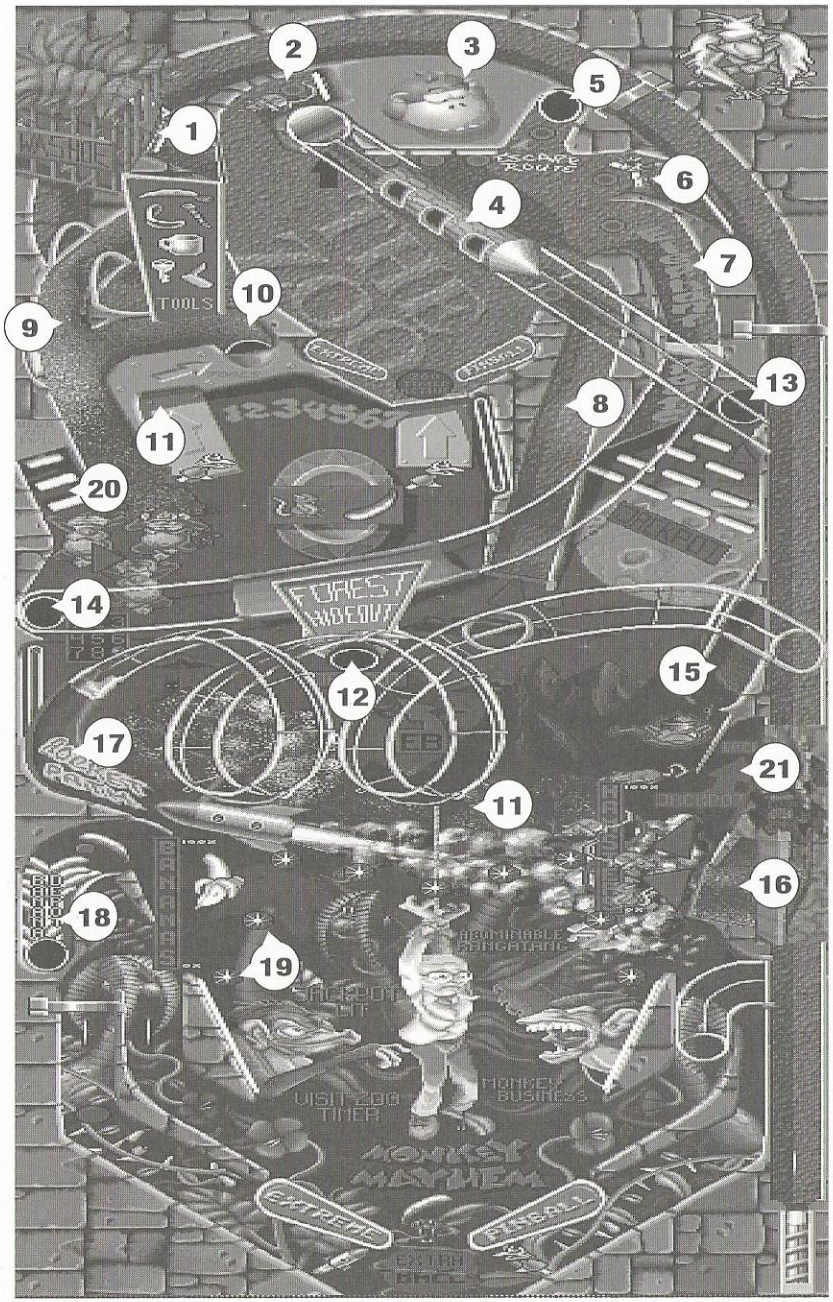
The numbers on the playfield diagram shown here represent:

1. Washoe's Cage
2. Hamster Bullseye
3. Abominable Rangatang
4. Monorail
5. Zoo Escape Route
6. Riff Raff Giraffe Lane
7. Elephant Route
8. Monkey Bars
9. High Road
10. Tools Cache
11. Zoo Tunnel
12. Forest Hideout
13. Forest Hideout Secret Entrance
14. Monkey Business
15. Allied Apes captive balls
16. Brapper
17. Rocket Path
18. Banana Depot
19. Monkey Stars
20. Hear No Evil targets

At the start of each ball, you will be instructed as to which top lane to shoot for as the skill shot. It will be one of: Riff Raff Giraffe lane (6), Elephant Route (7) or the Monkey Bars (8).

TIP Plunge the ball carefully to hit the desired lane.

If the ball stays in the upper area, you are visiting at the zoo. While



there, you visit Washoe's Cage (1), the Hamsters (2) or the Abominable Rangatang in his cage (3).

The Abominable Rangatang can be subdued by knocking down the drop targets in front of him a few times

TIP Shooting the Rangatang after doing the above is worth big points!

Ride the Monorail (4) for a better view of the zoo! After several visits you qualify for a Frequent Rider bonus at the Zoo Escape Route (5).

Visiting Riff Raff the Giraffe (6) and the Elephants (7) frequently is also beneficial as that will place some Yum Yum Birds in the Zoo Tunnel (11) for you to collect. Yum Yum Birds are tasty delicacies on Monkey Planet!

TIP Always get the Yum Yum Birds when you see them since they are very valuable.

Also at the Zoo is the Tools Cache (10), a shed containing valuable tools that Binford needs to escape. If you get there, you will be awarded with things such as rocket fuel, Brapper treadmill parts, a giant rubber band, hamster cage keys, a machete and bows and arrows.

Hints:

- ☆ Shooting two high roads opens the entrance to the Tools Cache.
- ☆ Collecting all tools lights the Tools Cache for a special "Tooltime" in which you can achieve big time points and other goodies.
- ☆ If you can keep the ball in the zoo long enough, you'll qualify for a "timed zoo visit" the next time you enter. You can earn points just for staying at the zoo!

If you leave the zoo via the Elephant Route (7), you'll be taken directly into town for some Monkey Business (14).

The Monkey Business hole is lit occasionally to start some special "game within a game" rounds. The hole can be lit by hitting the three Hear No Evil targets (20).

Generally these rounds are timed and each has a specific objective that will be described via the dotmatrix display at the bottom of the screen. If you do well in a round, you will be awarded a Gibbon!

Hints:

- ☆ Complete all 9 rounds to qualify for the Gibbon Joyride at the Brapper (16). This could be potentially the most valuable scoring objective in the game!
- ☆ Round times can sometimes be extended by hitting the small targets at the base of the Monkey Bars (8) and High Road (9) ramps.

WHAT IS THIS BRAPPER(16) YOU SAY?

The Brapper is a big rigid board that, when released, goes "click, click, click" and then it goes "swoosh!" firing the spaceship along the Rocket Path (17) - hopefully away from the Monkey Planet.

The Brapper is pulled back by the hamsters, who must run on a giant treadmill to pull it all the way back. It takes 100 kilohamsters to generate enough power to brap the spaceship out of the gravitational range. Binford therefore spends a lot of time recruiting hamsters for this cause.

Hints:

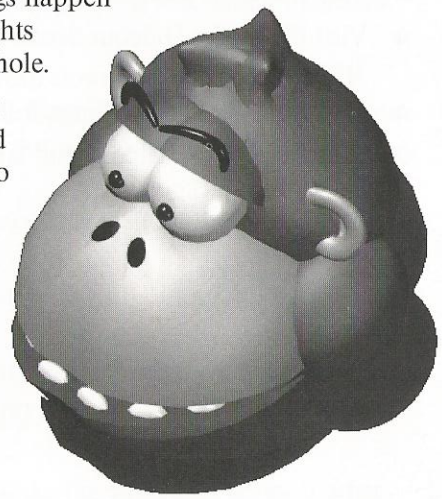
- ☆ Blasting off the planet successfully will cause your point total to explode!
- ☆ Hamsters are recruited for the Brapper by hitting the Hamster Bullseye (2), Zoo Tunnel (11), flipper inlanes, exit lanes, Monkey Stars (19), etc. Jungle Treasure awards and other special awards also help increase hampster recruiting.
- ☆ The hamster meter on the playfield to the left of the Brapper always has the current hamster state there.

Now on to the Zoo Tunnel (11). Yum Yum Birds are found exclusively in this area. Lots of other good scoring can occur here also.

TIP Consecutive Zoo Tunnel shots increase the value scored.

The Forest Hideout Secret Entrance (13) is hidden by the trees (drop targets) of the jungle. Clear the trees away to expose the hideout entrance for a Jungle Treasure! These instant awards are very valuable and can include things like extra balls, bonus increases, etc.

There is also an unguarded Forest Hideout (12) entrance in the middle of the jungle. A lot of different things happen here so always watch for flashing lights and instructions related to this sinkhole.



A Monkey Planet would be nothing without bananas. That's why Binford is always trying to gather up some to sell at the Banana Depot (18). Normally it is only open for business a few seconds after traveling down the Riff Raff Giraffe lane (6) to the right flipper.

Hints:

- ☆ Banana prices are increased by: Abominable Rangatang targets,

Yum Yum Birds, Jungle Treasures, Forest Hideout visits, taking the Zoo Escape Route, etc.

- ☆ Bananas can be collected at the Zoo Tunnel, by competing all Monkey Stars (19), by shooting the Banana Depot bypass lane, etc.. Jungle Treasure and Tools Cache awards also increase Binford's banana coffers.

The Monkey Stars (19) are a set of 11 scoring rollovers near the flippers that are arranged in an 'M' pattern. Completing all of these star targets makes good things happen.

The final topic for this game is multiball. Balls are locked by first shooting the Forest Hideout (12), when lit, and then shooting the Brapper (16). The ball will be brapped across the Rocket Path (17) and fall into the Allied Apes Captive Ball lane. From there, shoot the captive ball lane to put the ball or balls back into play.

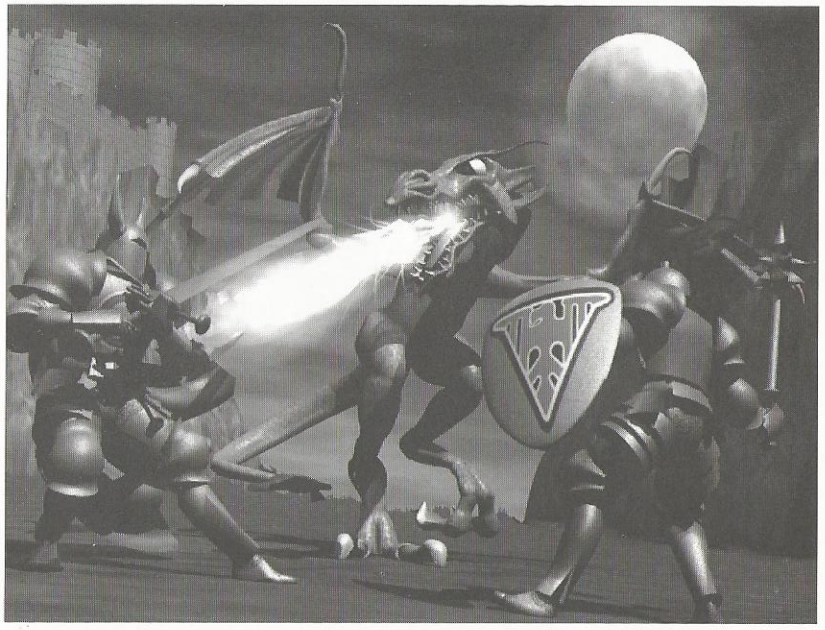
The goal during multiball is to score jackpots. The first jackpot is available at the Forest Hideout (12). If that is made, clear the trees in front of the Forest Hideout Secret Entrance (13) and go in for a double jackpot. Shoot a ramp then the Brapper for a triple jackpot!

TIP Check the Zoo Tunnel for a Yum Yum Bird.

QUICK SUMMARY

- ☆ Recruit hamsters to power the Brapper, then shoot the Brapper when you've got enough to blast off.
- ☆ Gather bananas to sell at the Banana Depot
- ☆ Knock down the Abominable Rangatang targets enough to expose the Rangatang for a direct shot.
- ☆ Visit the Tools Cache to collect tools.
- ☆ Visit the Forest Hideout Secret Entrance to collect Jungle Treasures.
- ☆ Go to the Monkey Business hole to begin special scoring rounds.
- ☆ Lock balls in the captive ball lane then hit them to start multiball and collect jackpots.
- ☆ Eat Yum Yum Birds.

MEDIEVAL KNIGHTS



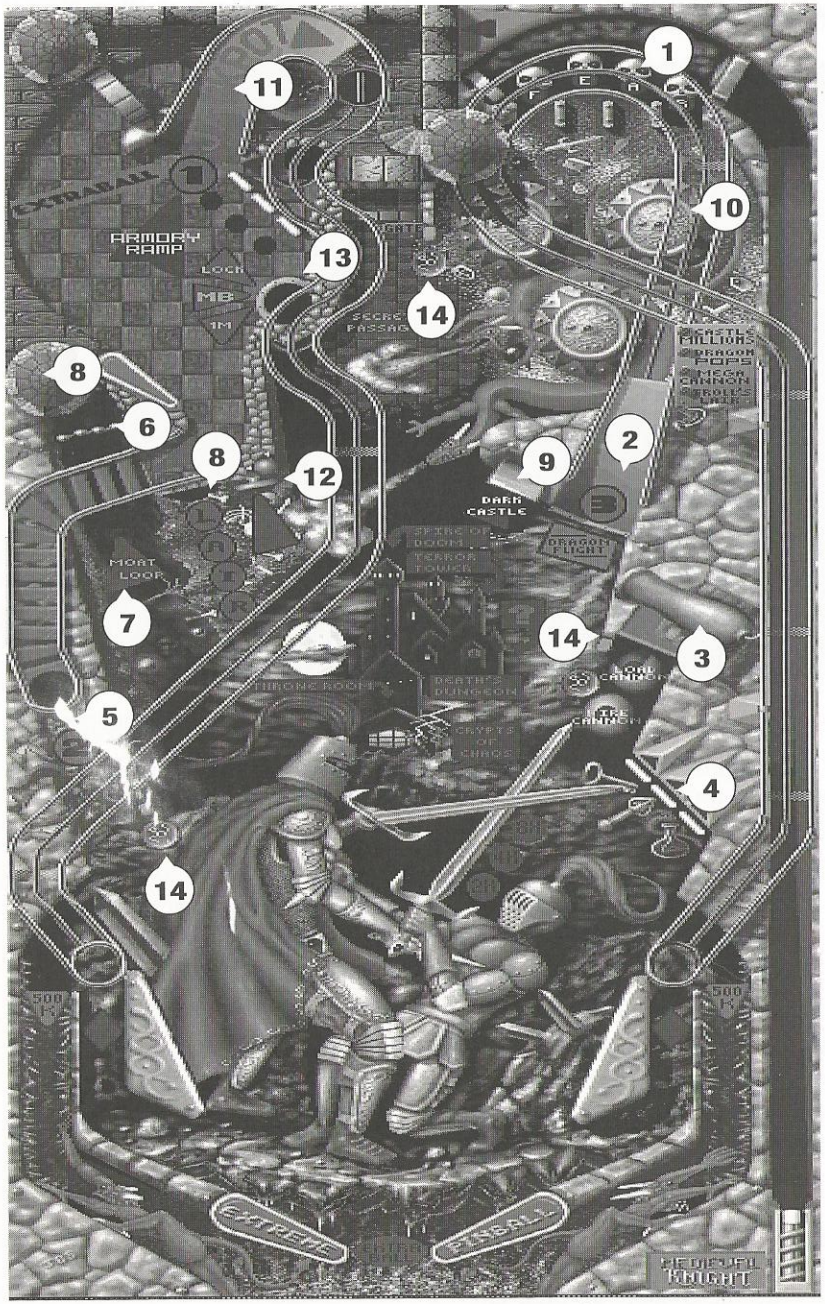
Welcome to the realm of Medieval Knights. Here, you battle trolls, dragons, bats, and the deadly terrors of the dark castle. If you're valiant, you may ascend to the throne room. But beware, or you may be banished to death's dungeon!

TIP Use page up and page down at that start of the ball to scroll up and see the flashing FEAR lane (try to shoot this lane for SKILL SHOT). Don't pull the plunger back too far or you will miss your chance to make a skill shot and to spell F-E-A-R which increases the end of ball multiplier.

By shooting the inlanes (lanes that lead down to the lower flippers), you can activate the dragon ramp (2). Now, if you shoot that ramp you will activate the event shown on the green card to the right of the ramp. These events are:

- ☆ Castle Millions: During this timed event, shoot the moat (7) for lots of points
- ☆ Dragon Pops: Shoot the pop bumpers (10) during this event to stir up the dragons in their lair
- ☆ Mega Cannon: Shoot the Cannon (3) in time for a big blast!
- ☆ Troll's lair: If you visit the troll (8) in time, you'll find a great treasure.

Shoot the Troll's lair at any time to wake the troll, then shoot it a few



1. Fear lanes
2. Dragon Ramp
3. Cannon
4. Key Mace Potion targets
5. Swamp
6. Moat Gate
7. Moat
8. Troll's lair
9. Dark Castle
10. Pop Bumpers
11. Armory Ramp
12. Green Bullseye
13. Multiball lock
14. Yellow targets

more times to spell LAIR and receive a whole bunch of points.

Shoot the green bullseye beside the Troll's Lair to open the moat gates (6) and allows access to the Moat (7). Now shoot the Moat for consecutively larger awards.

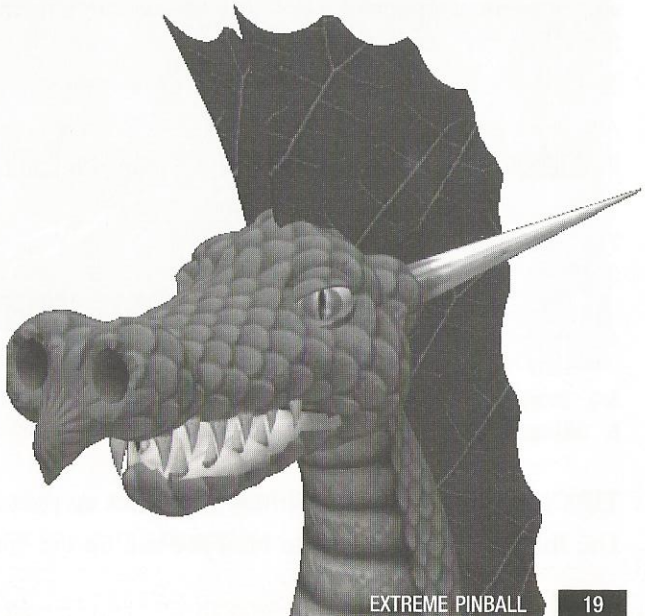
Shoot both the Dragon Ramp (2) and the Armory Ramp (11) to light the Dark Castle (9). This will now give you access to the first dark castle event. The first event is Spire of Doom. You must use the flipper buttons to swing your sword. Swing at the right time and you will kill the oncoming bat. Kill all bats for 10 millions. Shoot the Dragon Ramp and the Armory Ramp again to set up the dark castle for another event. There are lots of events, can you get them all?

Shoot the Armory Ramp (11) to find a piece of armor. Each piece or armor is worth more than the last! Put together a full suit and you'll rack up some high scores.

Seek out the Icky Swamp (5) and get the ball stuck there for consecutively larger awards. This is also the place to find the Dragon!

Shoot the green bullseye (12) beside the Troll's Lair to toggle the 1M / ball lock lights beside the hole (13) on the upper-level playfield. When ball lock is lit you sink the hole (13) to lock a ball. After you've locked 3 balls, shoot the hole again for multi-ball.

To open the Secret Passage, shoot the three yellow targets (14) located near the swamp, the cannon and top bumpers. Now shoot the Secret Passage. Shoot a slow Moat Loop shot and you could find the super-secret-passage!



ROCK FANTASY

Step back to the mythic era when the legendary band Rock Makers first formed. As manager, it's your task to assemble lead singer Jerry K., guitarist Pete, bassist Lyle, and drummer Mad Dog D into the Rock Makers and drive them on a path to stardom. If you have the makings of a Malcolm McLaren, you'll see the boys perform on stage.

Make videos, perform on stage, write songs, and watch the groupies go wild. Assemble the band with all of the instruments required to perform. Fire the cannon during a concert for explosive action!

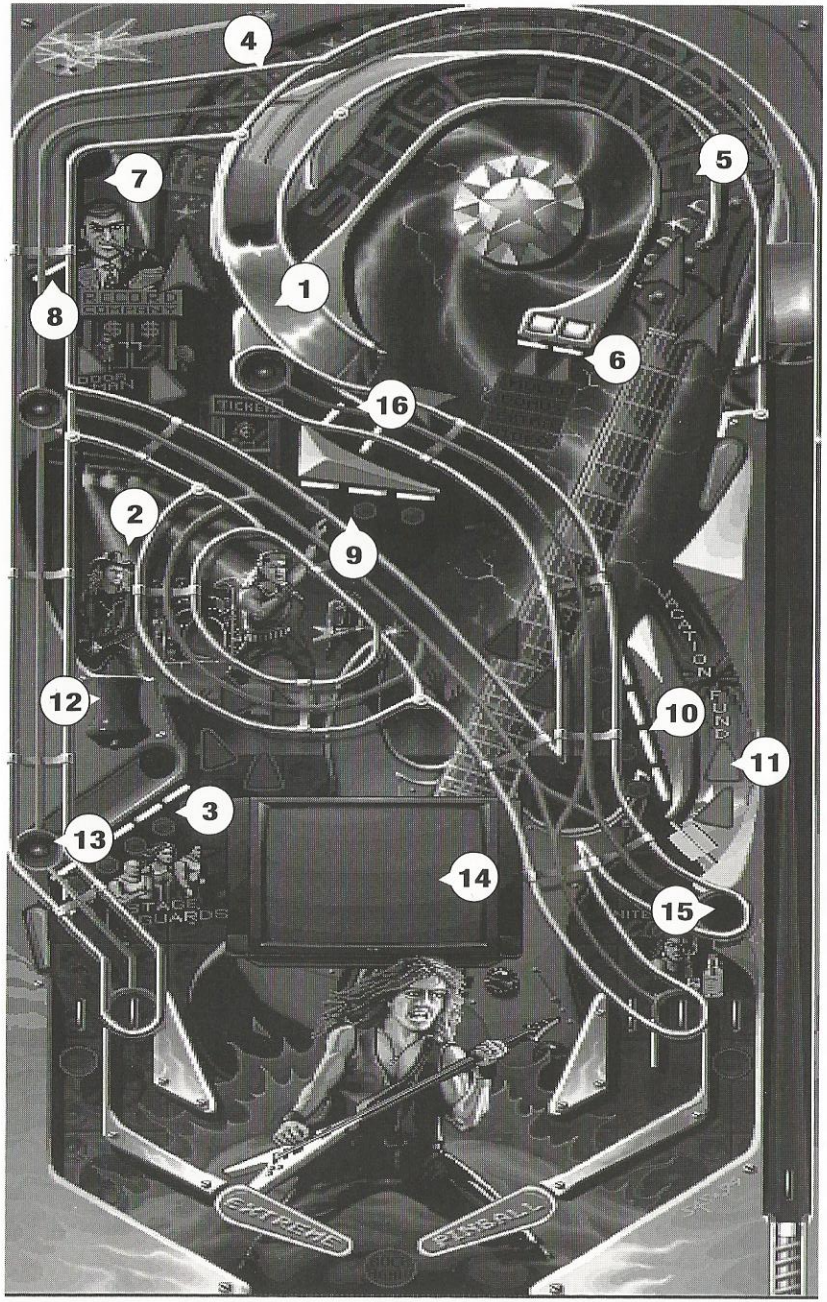
The numbers on the playfield diagram shown here represent:

At the start of each ball, aim for the skill shot target as indicated by the dots display.

1. Warm Up Ramp
2. The Stage
3. Front of the Stage/Stage Guards
4. Road To Stardom Lane
5. Stage Tunnel Lane
6. Letter Wheels
7. Recording Company kickout hole
8. Doorman bullseye
9. Equipment drop targets
10. Group Drop Targets
11. Vacation Fund lane
12. The Cannon
13. Dance Across the Stage Habitrail
14. TV Screen
15. Night Club
16. Ticket Booth and People In Line

TIP Carefully plunge the ball into play to set up your shot.

Use the upper right flipper to blast the ball up the Warm Up Ramp (1)



for repeated loops of increasing value. The ball can also be gated to go down the left side Stage habitrail (2) for a possible Dance Across the Stage (13).

The more equipment you collect for the band via the Equipment drop targets (9), the more you get to dance!

Also with the upper right flipper, you can shoot at the People In Line drop targets in front of the Ticket Booth hole (16). Once you have your tickets, the ball will go to the Night Club hole (15), where you might be eligible for a valuable Door Prize!

TIP Try using the small left flipper to shoot the Night Club hole. You can also cheat to get to the Ticket Booth by a backhand shot from the lower left flipper!

One of the other things you'll want to concentrate on is writing songs by spelling words at the Letter Wheels (6). Two letters are always spotted there. Hitting the targets in front of the wheels awards you the letter spotted. Your goal is to spell the words MULTI, EXTRA, BONUS and VIDEO.

If you spell MULTI and start singing the multiball song, the groupies at the Front of the Stage (3) will go wild, stampede past the Stage Guards onto the stage for a multiple ball frenzy of action!

During multiball, all playfield values are increased significantly to help you get on the high score list.

TIP Dancing across the stage (13) during multiball is very valuable!

If you spell BONUS, you'll be laughing all the way to the bank with lots of point-scoring goodies.

If you spell EXTRA, check out the Vacation Fund lane (11) where you'll get yourself and extra ball for the game!

The ultimate is to spell VIDEO so you can watch the Rock Makers video on TV!!!

TIP When the TV turns on, shoot the ball over it!

Let's check out the Front of the Stage (3) again. To get the groupies there to stampede the stage for multiball, you must lock the balls in the trough behind the Stage Guards. You can only do this when the gap between the guards is large enough for the ball to get through.

Another major objective in the game is to get recording contracts from the Recording Company (7). To get into the building, you must tip the Doorman (8) first. Once in, you'll deal with those tough execs. But they're not so bad, as they hand out lots of cool and VERY valuable awards there! As you make your way to the top, the awards get bigger and bigger!

Remember to keep gathering equipment for the band by knocking down all of the Equipment drop targets (9). Also knock the Group drop targets (10) in order to gather the band members together. Doing so may light up other targets for big points and spot you Letter Wheel letters also!

One last thing. Let's not forget the Cannon (12)! Aim the cannon with the left flipper button to make the shot you want!

QUICK SUMMARY

- ☆ Spell words from the Letter Wheel (6) then reap the rewards.
- ☆ Lock balls in the Front of the Stage (3) through for multiball.
- ☆ Collect equipment and group members via the drop targets (9, 10).
- ☆ Dance across the stage (13).
- ☆ Shoot the Vacation Lane to light the Night Club making the Night Club available for the next event.
- ☆ Tip the Doorman to get into the Recording Company building (7).

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If you are having a problem installing or using your software, we want to help. Run the HELPME.EXE file, located on the CD to provide you with last minute game updates and technical assistance for problem solving.

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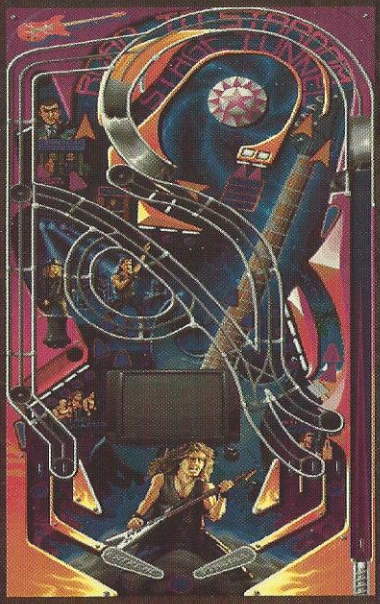

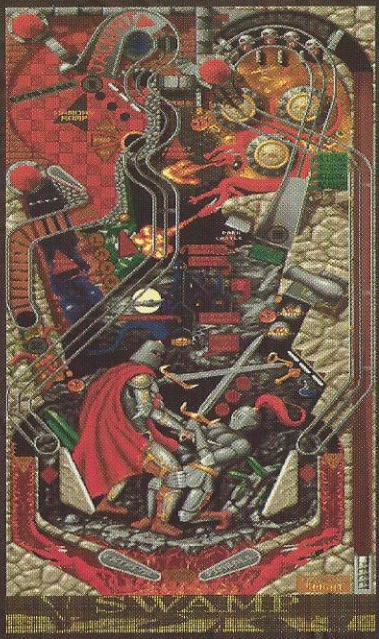

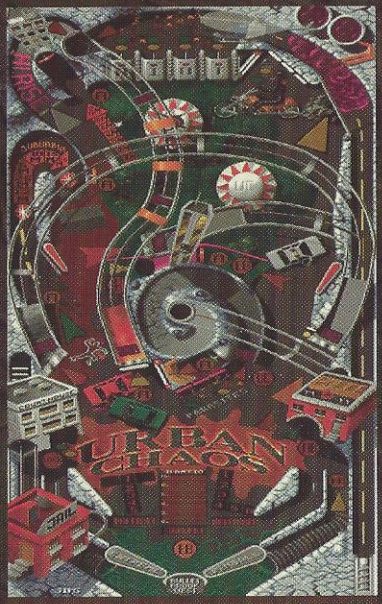

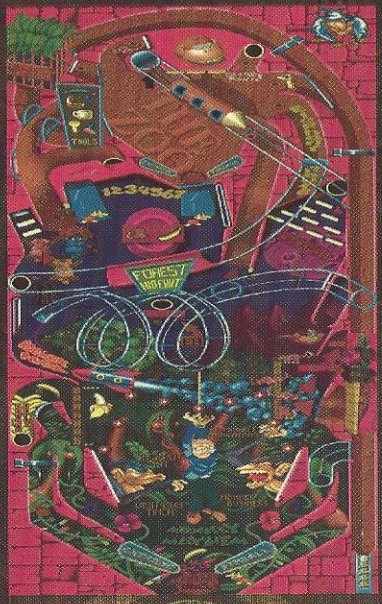

Epic MegaGames Inc. · 3204 Tower Oaks Blvd.,
Suite 410, Rockville MD, 20852, USA
Phone: (301) 983-9771 · Fax: (301) 299-3841
Epic MegaGames U.K. Ltd. · 11 Baker Avenue,
Potton Beds., England SG19 2PJ
Phone: +44 (0) 1767 260903 · Fax: +44 (0) 1767 262043

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